

JUN 05 2008

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PTOL-413A (10-07)

Applicant Initiated Interview Request Form

Application No.: 10/803,520 First Named Applicant: Andrew Fraser
 Examiner: Olubusola Omosewo Art Unit: 2168 Status of Application: Pending

Tentative Participants:
 (1) Darin J. Gibby (2) _____

Proposed Date of Interview: June 12, 2008 Proposed Time: 11:00 AM (AM/PM)

Type of Interview Requested:
 (1) Telephonic (2) Personal (3) Video Conference

Exhibit To Be Shown or Demonstrated: YES NO
 If yes, provide brief description: _____

Issues To Be Discussed

Issues (Rej., Obj., etc.)	Claims Fig.#s	Prior Art	Discussed	Agreed	Not Agreed
(1) _____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(2) _____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(3) _____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(4) _____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Continuation Sheet Attached

Brief Description of Arguments to be Presented:

Please see the attached presentation.

An interview was conducted on the above-identified application on _____
 NOTE: This form should be completed by applicant and submitted to the examiner in advance of the interview
 (see MPEP § 713.01).

This application will not be delayed from issue because applicant's failure to submit a written record of this interview. Therefore, applicant is advised to file a statement of the substance of this interview (37 CFR 1.133(b)) as soon as possible.

/darin j gibby/

 Applicant/Applicant's Representative Signature

 Examiner/SPE Signature

Darin J. Gibby

 Typed/Printed Name of Applicant or Representative

38,464

 Registration Number, if applicable

61392208 v1

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people thinking



Signature Patent Application

US10/803,520

Support for Interview with US Examiner
Overview of Data Capture Interface



Example Walkthrough with the MyTravel 'Holiday Matchmaker' demonstrating:

- Use of prompts and bipolar construct scales based on underpinning psychological theory (Personal Construct Theory)
- Use of 'micro-grids' embodied in an example implementation of the data capture interface
- Rendering of data from user rankings on bipolar scales to allow grouping of individuals, resulting in ability to report holiday destinations recommended by people who think about - construe - holidays in a similar way.



Summary reference points from application

- [0012] Typically, each construct includes two distinct descriptive terms relating to things provided to customers by operators of the system. These should be perceived by the user as opposite extremes of a range of opinions about a thing. Therefore, the descriptive terms of each construct may represent contrasting opinions of the thing. A system embodying the invention typically obtains data from a user that represents a user's opinion of the thing in a range defined by the descriptive terms.
- [0013] In typical embodiments, the construct is represented by visual control displayed in a graphical user interface on a computer screen. In such cases, the user can input a value representative of their opinion by adjustment of the position of the control. This provides visual feedback to the user of the value that they wish to input.
- [0014] The results of the analysis may be used to provide deduce which items of information will be of interest to a particular customer.
- [0015] In a typical configuration, a data management system according to any preceding claim executes on a server that communicates with a user over a network link, which will typically include the Internet. Such a system usually includes a user data input component that executes in on a remote host system. For example, the data input component may be represented in the display generated by a web browser. To further increase the versatility of the system, the data input component may be generated by an applet that is downloaded to the remote host from the server.



introduction screen



The MyTravel Holiday Matchmaker is a fun way to find holiday destinations based on suggestions from like-minded people.

The idea is that you complete our fun little 'puzzle' - it really isn't like other surveys!

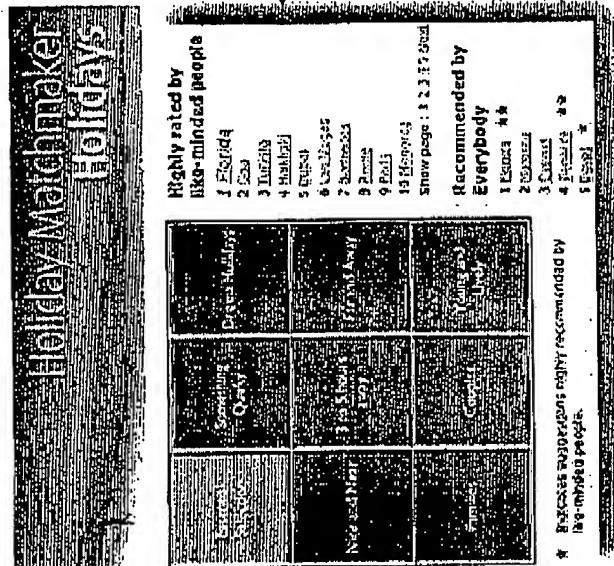
To do this just follow the instructions as you go. It should take you only a few minutes to complete and at the end you get a bunch of suggested destinations tailored to match your profile, in different categories to help you decide.

Give it a go, the results may surprise you!

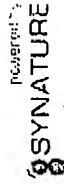
This is a real implementation on a well-known holiday site in the UK.

The introductory screen introduces a 'puzzle' interface which is intended to be both fun and thought-provoking for the end-user.

There is a screen grab from the results screen to entice the user to reach the end of the puzzle and get the 'reward' of recommendations from like-minded travellers.



Our results are presented in an easy-to-use page, like the one shown in the picture above, that allows you to see our top recommendations from people who think like you.





Capturing demographics

Holiday Matchmaker
Holidays

My HABIT

Please answer these background questions before we start.

Are you Male Female

Your age range Between 40 and 49 Between 20 and 29

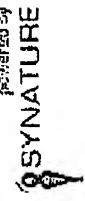
I mostly take holidays for The Young and Lively The Old and Wise

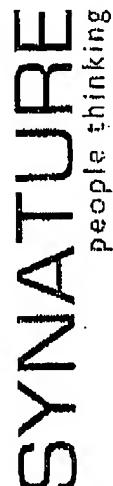
On average, how many holidays do 0 or 1 2 or 3 4 or more

Continue

We capture demographic data so that we can look at influences and patterns at a later time.

This is NOT part of Personal Construct Theory technique per se, but rather useful data points for multivariate analysis such as described in the influence modelling analysis or indeed the pattern recognition analysis.





This screen is really just used for scene setting.

We wish the user to get into the 'frame of mind' where their construal about holiday destinations will be more readily available to them.

We do this by scene setting with pictures, and then presenting thought-provoking prompts about holidays.

Note we also show a completion bar on the bottom of the screen.

Mood setting.

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.





Presenting a user with the first prompt (element)

The screenshot shows a window titled "Holiday Matchmaker". On the left, there is a sidebar with a "Survey" section and a "Puzzles" section. The main area contains text and a grid puzzle.

Survey Text:

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

Puzzle Text:

Think of a Holiday destination you have been to which in your opinion is a brilliant place:

Paris	London
Barcelona	Madrid
Vienna	Prague
Amsterdam	Brussels

This is the first step in the presentation of a 'micro-grid' puzzle. We are going to take the user through a repertory grid that is pre-supplied with both elements and constructs.

The purpose of this is to ensure that we can analyse like-for-like grid structures.

The user is here presented with the first prompt, or 'element' (a brilliant place they have been to on holiday).



Presenting the user with pre-supplied constructs

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

Location and activity most important	Beautiful	For family
Weather most important	Interesting	Four people with one kid
Relaxation	Relaxing	Relaxed

This is the second step in the presentation of a 'micro-grid' puzzle. We ask the user to choose from a selection of available bipolar constructs which have been selected following qualitative and quantitative research.

Bi-polar constructs are the key to 'personal construct theory'.

We record which construct the user chooses first, and when they have clicked on that they are asked to assess the relative importance of each pole to them in the context of the memory of their brilliant holiday destination.



Adjustment of visual control to signify opinion

Holiday Matchmaker

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

Beautiful

Interesting

In this third step we ask the user to adjust the visual control (in this case a slider) so that it ends up at a place between the two poles (interesting->beautiful) that represents the user's view of the brilliant place they are thinking about.

The scale is currently a 100-point scale.

In this embodiment, the words 'interesting' and 'beautiful' get bigger or smaller depending on the relative weighting given by the user, thereby giving additional visual feedback as to their opinion.



Selection of remaining construct pairs



As the second part of the survey, please try the puzzle on the right. It should only take a few minutes. When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

Location and activity most important	For another person	For a friend	For family
	For another person	For a friend	For family
Weather most important	For another person	For a friend	For family
	For another person	For a friend	For family

The next steps are for the user to choose from the remaining construct choices (all have to be ranked in order to proceed to the next prompt ('element')).

So another 2 construct rankings will be carried out by the user in the same way as the slider visual control was moved in the previous slide.



The next prompt...

Holiday Matchmaker

Holidays

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

Think of a Holiday destination you have not been to and would love to go to because it's your dream holiday destination

1. France

2. Italy

3. Spain

4. Australia

5. Canada

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In this application we have

a second 'element' or prompt which will be shown to the user. *This is actually the first element of a new micro-grid, but the user need not be aware of this.*

Elements exist to prompt the user about an experience or scenario or feeling that is useful for eliciting constructs. They can be hypothetical, like this one 'your dream holiday'.

We are again using a pre-supplied element and will again pre-supply the constructs to come. These are very small ('micro') repertory grids as a result.



And the next set of constructs and micro-grid...

Holiday Matchmaker

Destinations

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

I'd go for the natural surroundings	I'd go for the beach and the sun	I'd enjoy the restaurants and bars
I'd walk around seeing things	>Select a destination you'd like to go to	I'd organise things myself
Trips and entertainment organised		

As before, we ask the user to choose from a limited supply of constructs.

Note that these constructs are different because we are now completing a second micro-grid of 1 element X 3 constructs.

We can analyse multiple grids.

Created by
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And the visual control method again...

Matchmake Holiday

Matchmake

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

I'd walk around seeing things

I'd enjoy the restaurants and bars

Continue

As before, the user opines about the relative weighting of the construct in relation to the prompt (this time their 'dream holiday').

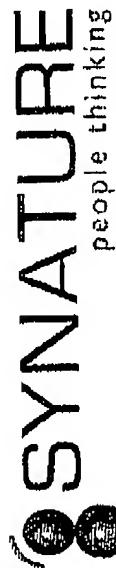
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Further construct choices to complete micro-grid

As in the previous micro-grid, the user has to select and rank each of the 3 constructs provided in order to complete the puzzle.





Invite the user to finish, and thank them

Holiday Matchmaker

Puzzle

As the second part of the survey, please try the puzzle on the right. It should only take a few minutes.

When you're done with the puzzle, we'll show the destinations we think people like you would prefer.

The user has now completed the two micro-grids we have asked them to go through.

The background analysis of the data will begin on clicking 'Finish'.

Specifically, we will use our data rendering techniques to assign individual 'psychological scores' ('mesh values' in the patent application) to users and then group them according to proximity of values.

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people thinking

Clicking on a recommendation takes you to the detail of that holiday destination...

This is the part of MyTravel's site which shows the detail of Las Vegas (the top recommended destination from people who thought like the user that just completed the micro-grid puzzle).

The user has selected Las Vegas because it is a more powerful recommendation - based on the experience, reflection and thinking of others who show similar construal about holidays - than a recommendation which is based on an averaged, non-personal recommendation - 'most popular'.

We can now, should we so wish, look at the outcome of the recommendation (clickthrough, conversion to purchase, etc) and begin our influence modelling step.